A CONTOUR ROUTINE WITH AUTO-INTERPOLATION

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An efficient contour-plotting routine is discussed which is based on a scanning algorithm of Cottafava and LeMoli and employs bi-linear interpolation. An auto-interpolation scheme is developed which automatically adjusts the number of interpolations in any data square to produce smooth line segments. A program listing and examples are given.
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A CONTOUR ROUTINE WITH AUTO-INTERPOLATION
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ABSTRACT

An efficient contour-plotting routine is discussed which is based on a scanning algorithm of Cottafava and LeMoli and employs bi-linear interpolation. An auto-interpolation scheme is developed which automatically adjusts the number of interpolations in any data set to produce smooth line segments. A program listing and examples are given.
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INTRODUCTION

There are many approaches to producing contour maps on a digital computer. Several of these are described by Cottafava and LeMoli (1969). Ideally, a contour routine should be efficient on both computer and plotter, but most seem to possess only one kind of efficiency. For quite a number of reasons, including plotting efficiency, algorithms of the "line-following" type are preferable for use with mechanical plotters. Cottafava and LeMoli present a scanning algorithm of this type which is also very efficient on the computer.

In their program (Cottafava and LeMoli, private communication) they assumed a linear variation between points, but did not do any interpolation in the interior of the data square (defined by four contiguous data points as vertices). Thus a plot produced with their routine consists entirely of straight line segments joined together, the coarseness depending on the spacing of data points. To remedy this, the author developed an autointerpolation scheme employing bi-linear interpolation for use in the interior of the data square. With this scheme, described in the present paper, the number of interpolations used in crossing the data square is automatically adjusted to produce a smooth curve, the number required depending on the curvature of the line segment. This method requires no additional storage and is very fast.

While the interpolation does indeed produce smooth line segments, slope discontinuities sometimes occur on the edges (of the data squares). This is a limitation of the bi-linear interpolation law. An easy and economical solution to this problem is to obtain a finer data mesh by performing a higher-order interpolation before entering the contour routine. This
may also be done when the data are not given as a set of equally-spaced points.
SCANNING ALGORITHM

The scanning algorithm used is that of Cottafava and LeMoli, with several modifications by this author. A more complete discussion than will be given here can be found in the paper cited. For each contour value, the procedure is to scan the entire data array to find which line segments are intersected by the level line and to store the information as flags within the data words themselves. A horizontal and vertical segment are associated with each data point as shown in Figure 1 (the y-axis is given its normal sense here; Cottafava and LeMoli reverse it).

Figure 1. Intersection flags

The flags are stored as bits in the upper part of the integer word, the data being normalized to positive integers by a linear
transformation. (In deference to readers with machines which cannot perform masks, the use of masks in the programs has been limited to an inessential role, where they can easily be replaced by a test and subtract. Where masking statements are available, the flags can be conveniently stored as the least-significant bits of the floating-point mantissa of each data word. This results in a considerable simplification of the program.)

The contours are traced in a second scanning operation, each flag being erased as it is found. This procedure makes it easy to find all the branches of the contour level and is in large part responsible for the efficiency of the program. Each line is traced square by square by a local scan which checks all the edges of the data square in fixed order (counter-clockwise beginning with the right edge) to find the continuation of the line. This procedure runs into trouble only in the case of an interior saddle point (square crossed twice by the same contour), and in this case there is an easy solution based on the interpolation method.
INTERPOLATION

In order to define the behavior of the contour line inside each data square, we must make an assumption about the behavior of the function inside the square. Lacking any special information in the general case, we assume bi-linear variation as the simplest general variation. (Using a higher order interpolation here would also cause serious difficulties with the scanning procedure.) That is, we assume

\[ F(x,y) = A + \beta x + \alpha y + \delta xy \]  

referred to a local coordinate system with origin at A, as shown in Figure 2.

![Figure 2. Interpolation conventions](image-url)
Equation (1) is the Lagrange 2 x 2 interpolation formula and is also equivalent to a Taylor's series expansion, with the assumption of constant first derivatives on each edge. Making our square of unit dimensions, the derivatives are

\[ \alpha = C - A \]
\[ \beta = B - A \]
\[ \gamma = D - C \]
\[ \delta = \gamma - \delta \]  (2)

With these definitions, it is easy to see that (1) reduces to the correct values at the corners and reduces to ordinary linear interpolation on each edge. Our contour segment is therefore the locus \( F(x,y) = v \), the value of the contour. From (1) we obtain either

\[ y = \frac{v - A - \beta x}{\alpha + \delta x} \]  (3)

or

\[ x = \frac{v - A - \alpha y}{\beta + \delta y} \]  (4)

with \( 0 \leq x \leq 1 \) and \( 0 \leq y \leq 1 \). These expressions are easily computed.

In practice, we choose the number of interpolations, subdivide
Δx or Δy, and use either (3) or (4), respectively. It is convenient to use (3) for a line terminating on a vertical edge, and (4) for a line terminating on a horizontal edge.
AUTO-INTERPOLATION

We approximate our ideally smooth curve by a series of chords. If we choose the number of chords in each square so that the maximum deviation from the ideal curve is on the order of the basic plotter increment, then we obtain as smooth a curve as we can with no wasted time. We take as our auto-interpolation criterion, the maximum perpendicular distance from the curve to the straight line between the end points. The perpendicular distance from a point to a line is

\[ d(x) = \frac{|y - mx - b|}{\sqrt{m^2 + 1}} \quad (5) \]

from elementary geometry. We consider the case of a segment terminating on the left edge of the square, and for this case there are just two distinct possibilities, as shown in Figures 3 and 4. All other possibilities can be found by reflections and a rotation.

![Figure 3. Case I](image1)

![Figure 4. Case II](image2)
For case I the slope is

\[ m_1 = \frac{v-C}{C-A} / \frac{v-C}{C-D} = -\gamma/\alpha \]

For case II,

\[ m_2 = \frac{v-A-\delta}{\alpha+\delta} - \frac{v-A}{\alpha} = -\frac{\delta(v-A)}{\alpha(\alpha+\delta)} \]

For both cases the intercept is \( b = (v-A)/\alpha \). The “brute force” calculation of the maximum of (5) is messy, but a transformation simplifies the algebra. Define

\[ \eta_1 \equiv \frac{\delta(v-C)}{\alpha \gamma} \]

\[ \eta_2 = \delta/\alpha \]

\[ \eta \equiv \frac{\delta}{\alpha} \Delta x \text{ where } \Delta x = \begin{cases} (v-C)/\gamma, \text{ case I} \\ 1, \text{ case II} \end{cases} \]

Then

\[ \frac{\delta(v-A)}{\alpha} + \varepsilon = \delta [1 + \frac{v-C}{\gamma}] + \varepsilon = \gamma [1 + \varepsilon] \]
which leads to the relation

\[ m_2 (1 + \eta_2) = m_1 (1 + \eta_1) \]  

(7)

It can also be shown that

\[ y - b = \frac{m_1 (1 + \eta_1)}{1 + \eta_2} \]

and

\[ y' \cdot \frac{dy}{dx} = \frac{m_1 (1 + \eta_1)}{(1 + \eta_2)^2} \]

The location of the maximum of (5) is given by the condition

\[ c'(\hat{x}) = 0 = y'(\hat{x}) - m \]

(hats will be used to refer to the maximum), i.e.,

\[ \frac{m_1 (1 + \eta_1)}{(1 + \eta_2)^2} = m \]  

(8)
Thus

\[ \hat{y} - b = m(1 + \eta_2 \hat{x}) \hat{x} \]

and

\[ \sqrt{m^2 + 1} \hat{c} = \hat{y} - b - m\hat{x} = m\eta_2 \hat{x}^2 \]

or

\[ \hat{c} = \frac{m}{\sqrt{m^2 + 1}} \eta_2 \hat{x}^2 \quad (9) \]

where \( \hat{x} \) is found from (8). For case I, \( m = m_1 \), and

\[ \hat{x}_1 = \frac{1}{\eta_2} [\sqrt{1 + n_1} - 1] \]

For case II, \( m = m_2 \), and using (7) in (8) gives

\[ \hat{x}_2 = \frac{1}{\eta_2} [\sqrt{1 + n_2} - 1] \]

which has the same form. Putting these results in (9) gives
for both cases. This is conveniently written in the form

\[ \hat{c} = \frac{m}{\sqrt{n^2+1}} \frac{1}{\sqrt{n}} \left( \sqrt{1+n} - 1 \right)^2 \]

Since (10) is symmetric in \( x \) and \( y \), it can be easily seen to apply to the case of a segment terminating on the bottom edge of the square also, provided that we define \( n = \Delta y / \Delta x \) in this case. Thus all possible cases are contained in (10). A bound can be placed on \( \hat{c} \) by considering \( n = \Delta y / \Delta x \) and \( \Delta x = \Delta y \) + 1, namely \( \hat{c} \leq 1 / \sqrt{2} \), which agrees with geometrical intuition.

Knowing how to calculate the maximum deviation of the curve from the straight line between endpoints, we use this to estimate the number of segments needed to approximate the curve to any desired accuracy. To do this, we consider the case of a circular arc, Figure 5.

![Figure 5. Deviation from a chord](image)
It is easily shown that \( d = \frac{L^2}{8r} \), provided \( L/r << 1 \), the important point being the proportionality \( d \propto L^2 \). Since \( L \approx 1/N \), approximately, where \( N \) is the number of segments needed in that square, we take

\[
N = 1 + \sqrt{\frac{\epsilon}{d}}
\]

where \( d \) equals the allowable deviation. For plotters with a 2.5 mil increment, \( d = .001" \) is satisfactory. This auto-interpolation scheme appears to work quite well.
SINGULARITIES AND SADDLE-POINTS

Evidently something peculiar happens with (10) if $n+1<0$. This can be seen to be connected with a singularity in $y$ or $x$, equation (3) or (4). The existence of a singularity in $y(x)$ within the interval $0<x<l$ is implied by the condition that $(D-B)$ and $\alpha$ have opposite signs, and the existence of a singularity in $x(y)$ within the interval $0<y<l$ is implied by the condition that $\gamma$ and $\beta$ have opposite signs. If both singularities exist, then the square has an interior saddle point located at the intersection. An example is shown in Figure 6. A very convenient criterion for making connections in a saddle square is that contours should never cross a singularity. The condition $n+1<0$ can be easily shown to imply a wrong connection in a saddle square. By far the easiest solution to this problem is just to check for a wrong connection and to resume scanning the square if it exists. At most three tries will be necessary to make the correct connection, and since saddle-points should be relatively rare, this is a small price to pay for such a simple procedure that guarantees correct connections.

Figure 6. Contours in a saddle square
RECTANGULAR MESH

Should it be desired to plot data cells as rectangles instead of squares, this is easily done by stretching one axis in the calls to PLOT. Defining $r$ as the ratio of $x$ to $y$ scale factors, i.e., the rectangle has length $r$ in the $x$-direction and 1 in the $y$-direction, elementary trigonometry gives for the modified deviation

$$
\xi = \epsilon \sqrt{\frac{1 + r^2 m^2}{1 + m^2}} = \epsilon \sqrt{\frac{\Delta x^2 + r^2 \Delta y^2}{\Delta x^2 + \Delta y^2}}
$$
EXAMPLES

Two simple examples of plots produced by the routine are shown in Figures 7 and 8. Figure 7 was produced from real, deterministic, data, and Figure 8 from random numbers. Data points are marked by ticks along the borders of the plots. Each plot is based on only 24 data points, and the large number of slope discontinuities indicates the need for a more refined data mesh.
REFERENCE

APPENDIX

PROGRAM LISTING

Written in FORTRAN-63, a programming language of the CDC 1604 computer. Integer words assumed at least 33 bits long.
SUBROUTINE CONTROL (MN, NF, IC, NU, NU2, LIV, IA, HEIGT, DEVI)
DIMENSION CV(I), P(N), M(I), L(V,NU2+1, IA(N))
DATA CV(I), P(N), M(I), L(V,NU2+1, IA(N)) /I

C PLOT CONTOURS F(I,J) = F(I,1) = G, 1 = 1N 2 J = M
IV I A ARE AUXILIARY ARRAYS. MAY EQUIVALENCE (IV,IV,)
C MUST HAVE NOG 2 111
C GOV IS AUTO-INTERPOLATION PARAMETER = APPROX. ALLOWABLE LEV.
C (INCHES). SUGGEST DEVI = 1001
C ALGORITHM BY COTTAFAVA & LEVOLI, PUILITELYCO UI MILANO.
C TRANSCRIBED & REVISED BY MARK MINTH, JANUARY 1971.
C INTERPOLATION ALGORITHM BY MARK MINTH

C NORMALIZE DATA
MAX = F(I,J)  $  FMIN = 0,
BO = 1 = 1,M
BD = 1 = 1,N
IF( F(I,J) .GT. MAX ) 1 2
1 RS = 1 = 1,J
2 IF( F(I,J) .LT. MIN ) 3 4
3 BS = 1 = 1,J
4 CONTINUE
5 6 = 1)FMAX-FMIN
6 R = 1 = 1,J
7 1V(I,J) = VS(1,J)*1
8 1V(I,J) = 1V(MP2,J)* 0
9 1R = JR = 1
CALL ERASE( NP2,IV )
CALL ERASE( NP2,IV(1,M)*2 )
RAC = HEIGHT/MN*1
DEVS = DEVI / FAC
FACTOR: FAC =
C C C
C LOOP OVER CONTOUR LEVELS
C 18 50W1 = IA1
19 50W1 = IVOL + 1
C PRELIMINARY SCAN. SET FLGS
C 20 20 J = 1,M
21 1A(J) = 1V(2,J) = IVOL
22 IF( 1A(J)) 20 10
23 1A(J) = 1
24 CONTINUE
25 50 10 I = 2,N
26 1 = 1 = 1,J
27 50 10 J = 2,M
28 IF( 1E0,N1 ) 80 60
29 IC = 1V(1,J) = IVOL
30 IF( IC ) 40,39
31 IC = 1
32 IF( X:SIGN(1,1A(J)) IC ) 50,50,60
33 IF( 1V(J) ) 50,50,50,1
34 IF( 1E0,N1 ) 60 70
35 IF( X:SIGN(1,1A(J)) J1A(J+1) ) 60 80,100
36 1V(J) = 1V(J) + IMOR
37 1A(J) = IC
38 40
39 60
40 70
41 80
42 100
L
RICK UP MANCHES OF CONTOUR LEVEL
U0 2NU J = 2,4
L
PUT UP EDGE
IV = LIVE,J,ANH,NT,IVEN
IF ( IV,J,THUN ) 12013
120 CALL EMACH(J,0,1,IV,J,THUN)
L
UP ELSE
130 IF ( IV,J,THUN ) 140
140 CALL EMACH(J,IV,J,THUN)
P00 CONTINUE
L
RIGHT EDGE
BO 5NU I = 2,4
IF ( IV,J,THUN ) 250
250 CALL EMACH(I,IV,J,THUN)
P00 CONTINUE
L
LEFT EDGE = INTERIOR
BO 5NG J = 2,4
BK = < 1
BO 5NU I = 2,4
IF ( IV,J,THUN ) 350
350 CALL EMACH(I,IV,J,THUN)
350 CONTINUE
L
CALL FACTOR ( 1 )
RETURN
END
L; AULLO.- O'ý RPANCH flF CflNTOUK LtV~L

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1 IPFN

2

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3 JS

15 $*1

4 5 US

220 1 0

119 I.J:IP

90 RE-TURN

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REMOVt

FLAGS.

INTk:RflnLATF.

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PLOT

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1 a

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C

-A

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8

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-C

-BET

8

A

DEL = D+C = BET

GO TO (250+26.A), MISP

250

FF = (VO-AI/AL0 +

Yo

a

I)

TF

-YP

S

XO

SIGN = J = J

BTA = DXDEL / ALF

ETA = (VO-AI/AL0 +

Yo

a

I)

TF

-YP

S

XO

SIGN = J = J

BTA = DXDEL / ALF

270 IF( ELA ) 2M*$+0

280 BTAP = ETA + 3+

SADDLE-POINT TEST

1 IF( BTAP ) 290=295,300

290 = 15

J = JS

11 = 11 +

GO TO (15+25*.39), IT

290 EPS = 1;

0 GO TO 310

300 EPS = 1; / 1631=SUHFT(BTAP$)+4 / 1631=SUHFT(BTAP$)+1

810 N1 = 1.5 + 501F(ABS(EPS)/UEVS)

AN1 = NI * .999

IT = u

GO TO (320+33.), MISP

.23
821  U = Y / FIN
   F = V - 4 - ALP*Y
   G = H*E + DEL*Y
630  U = WEL*U

540  IF ( Y ) G0L, 4, 140
540  F = F - G
   G = F = UG
   X = X/U
   CALL PLOT ( X, X, Y, T, SIGN*, IPEN )
   GO TO 340
550  IF ( X ) G0L, 4, 140
   A = V - 4 - W*E
   G = ALP + DEL*E
   D = WEL*U
860  I = X - Y
   IF ( X ) G0L, 4, 140
   F = F - G
   G = F = UG
   Y = F/G
   CALL PLOT ( X, T, HI1G*, X, Y, T, IPEN )
   GO TO 340
400  IF ( X ) = 1, X = X, J = [MORE*1SP]
   IS = 1 = 1
   JS = J = J
   X = X
   Y = Y
   CALL PLOT ( X, T, TP, IPEN )
   GO TO JAIL, (1*3*4*5*100)
END